

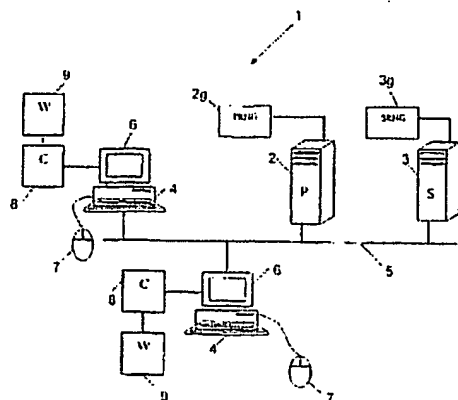


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- (71) Applicant (for all designated States except US): WATER-LEAF LIMITED [GB/GB]; 28 Victoria Street, 1st Floor, Douglas, Isle of Man IM1 2LE (GB).
- (72) Inventor; and
- (75) Inventor/Applicant (for US only): MOSHAL, John, Hillel [ZA/ZA]; 77 Armstrong Avenue, 4051 La Lucia (ZA).
- (74) Agent: BOWMAN, GILFILLAN, INC., (JOHN, & KERNICK); P.O. Box 785812, 2146 Sandton (ZA).
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(S7) Abstract: A gaming system comprises one or more player stations, a primary random event generator communicable with each player station by means of a communication network, a secondary random event generator communicable with each player station by means of the same communication network, and a controller. Each player station is capable, respectively, of displaying to a player a simulation of a game of chance. The primary random event generator is responsive to a request from any player station to generate one or more random events upon which an outcome of the respective game of chance is based. The secondary random event generator is activatable by any player station to generate, in response to a request from that player station, one or more random events upon which an outcome of the respective game of chance is based. The controller monitors a status of the primary random event generator, which is either an active status when the primary random event generator generates one or more random events in response to a request from a player station, and a failed status when the primary random event generator fails to generate one or more random events in response to a request from a player station. The controller automatically activates the secondary random event generator upon transition of the status of the primary random event generator from an active status to a failed status. The secondary random event generator has a status that is switchable between an inactive state when the status of the primary random event generator is active, and an active state when the controller activates the secondary random event generator.